

# Imaginations



Hobbies/Interests  
Bingo  
Cooking  
Shopping  
Traveling  
Television  
Video  
Hobbies/Interests, 29, Chesterworth, Co.

The Imagination Network Offers special rooms for clubs and conferences on a vast variety of subjects, addressing as many of our members needs as possible.

This is where you will find Yserbus Guild and Red Baron Squadron meetings. You will also find trivia and role-playing games (RPGs) on a regular basis. In addition, you will find classes, poetry and discussions on a multitude of special interests from politics to self-help books, poetry to computer programming and from video games to INY University courses. Only your imagination can limit the number of conference topics available to INY members.

The following is the schedule of conferences for the month of February as of January 4. The schedule is subject to change. Conferences marked "Private" or "Pvt" require approval from the conference's host or moderator to attend. If you have a question regarding a specific conference listed here, please write to the name and box below the conference name. Trivia questions only should be sent to box 906. University questions only should be sent to box 777. All times listed are Pacific Time.

## SUNDAY

**TEEN SCENE:**  
5 pm Cactus Air Force "Private"  
(CAMP/4448)  
6 pm Baby Face "Private"  
(W/Amber 40087)  
12 am Friends Forever Club  
(CAMP/37662)

**HELP ROOM:**  
\* On the way 10 am to 5 pm \*  
\* New Member Orientation \*  
1 pm Politics  
(A/Amber 47446) (34/36)  
6 pm Les Capagins Squads  
(A/Amber 20066) (2nd/4th)  
7 pm Commonwealth Club  
(A/Amber 46328) (1st/2nd)  
8 pm Silver Dancers "Private"  
(A/Amber 31 4326) (2nd/4th)  
Beverly Club  
(A/Amber 24513) (40)

**MUSIC PORTAL:**  
1 pm Piano/Woman Conference  
(A/Amber 27043)  
4 pm Keweenaw Gold "Private"  
(A/Amber 60434)

**ECHEVERRI:**  
3 pm KOT: Oregon Coast  
"Private"  
(A/Amber 60520)  
4 pm Shining Piece Squad  
(A/Amber 94313)  
7 pm James Brown Hat Hat "Pvt"  
(A/Amber 10011)

**CHICK CLUB:**  
5 pm Blamond "Private"  
(A/Amber 19008)  
6 pm SOT Club  
(A/Amber 88053)

**TECH TOWER:**  
10 am On Computers  
(A/Amber 75760)  
1 pm 2nd Degree Bag Squad "Pvt"  
(A/Amber 35398)  
7 pm Virtual Reality SIG  
(A/Amber 60456)

**TRINIA HAVEN:**  
6 pm TTC Trivia Madness  
6 pm TTC Trivia Madness  
6 pm TTC Trivia Madness  
6 pm TTC Trivia Madness  
6 pm TTC Trivia Madness

**SINGLES COVE:**  
8 am Savage Frontier RPG  
(A/Amber 70011)  
4 pm Sandstormers Squadron "Pvt"  
(A/Amber 97529)

**PILOTS LOUNGE:**  
2 pm Mechanics RPG  
(A/Amber 25236)  
6 pm New Yorker Squad  
"Private"  
6 pm Sky Wives  
(A/Amber 18048)  
6 pm Sky Wives  
(A/Amber 18048)

**TEEN SCENE:**  
4 pm Boardwalk Gold  
(A/Amber 55241)  
7 pm Friends Forever Club  
(A/Amber 37662)

**BOARD ROOM:**  
10 am Star Wars RPG II  
(A/Amber 80429)  
3 pm Ink Study and Discussion  
(A/Amber 98721)  
3 pm Pimp Arm Squadron "Pvt"  
(A/Amber 97407)

**TEEN SCENE:**  
6 pm Allentown Gold Club  
(A/Amber 60883)  
7 pm KOT Squad  
(A/Amber 60815)  
7 pm Best Programmers  
(A/Amber 60808)

**RPG ZONE:**  
Open Red Dragon Inn  
11 am Emerald "Pvt" "Private"  
(A/Amber 10018)  
7 pm Switch Junction RPG  
(A/Amber 78283)  
8 pm Savage Silver Squad  
(A/Amber 80414)

**TOKENMINT ROOM:**  
6 pm COT: Star Wars  
(A/Amber 30653)  
7 pm Ring Rock Table  
(A/Amber 22488)

**SPAINS PLACE:**  
5 pm SCA Class Meeting  
(A/Amber 70255)  
7 pm TMR: RPG "Private"  
(A/Amber 21380)  
8 pm Shadow Warriors  
(A/Amber 47562)

**BACCHANAL GO:**  
3 pm AUSA Gold "Private"  
(A/Amber 94362)  
3 pm Stone Angels Pure "Pvt"  
(A/Amber 71706)  
6 pm 4th Squad  
(A/Amber 71155)

**MARSHED LIFE:**  
3 pm Psychology Meetings  
(A/Amber 31664)  
8 pm Metaphysical Conference  
(A/Amber 94176)  
8 pm Seattle Stars "Private"  
(A/Amber 53327)

**GO-CHICKS:**  
5 pm WOT Gold  
(A/Amber 76783)  
6 pm Hypnosis "Private"  
(A/Amber 60477)  
6 pm Alien Dragons "Private"  
(A/Amber 70485)

**INX UNIVERSITY:**  
9 am Creative Writing Course  
(Pre-registration required)  
11 am Ethics Lessons

**TEEN SCENE:**  
1 pm Boardwalk Gold  
(A/Amber 55241)  
2 pm Boardwalk Gold  
(A/Amber 55241)  
3 pm Boardwalk Gold  
(A/Amber 55241)  
4 pm Boardwalk Gold  
(A/Amber 55241)  
5 pm Boardwalk Gold  
(A/Amber 55241)

**HELP ROOM:**  
7 pm Aerial Assault Squad  
(A/Amber 10054) (2nd/4th)

**TRINIA HAVEN:**  
6 pm TTC Trivia Madness  
7 pm TTC Trivia Madness  
7 pm Blue Moon Trivia  
(A/Amber 23850)  
9 pm Aerial Assault Trivia  
(A/Amber 10054)

**ECHEVERRI:**  
6 pm Virtual Pet Society  
(A/Amber 73002)  
7 pm 12 Step Recovery Group  
(A/Amber 56069)  
9 pm CyberLovers  
(A/Amber 24338)

**BOARD ROOM:**  
6 pm Boardwalk Gold "Private"  
(A/Amber 47688)  
8 pm Boardwalk Gold  
(A/Amber 47688)

**RPG ZONE:**  
Open Red Dragon Inn  
6 pm Dragonfly Squad "Pvt"  
(A/Amber 84548)  
7 pm KOT  
(A/Amber 60815)  
7 pm USS Galmer RPG  
(A/Amber 60815)

**PILOTS LOUNGE:**  
7 pm KOT: Laser Law "Private"  
(A/Amber 60815)  
7 pm PS Hypnotic Trivia  
(A/Amber 60815)  
8 pm Blue Knight Squadron "Pvt"  
(A/Amber 22418)

**SPAINS PLACE:**  
5 pm New Time 2192 RPG  
(A/Amber 41166)

**TEEN SCENE:**  
7 pm Boardwalk Gold  
(A/Amber 47688)  
8 pm Boardwalk Gold  
(A/Amber 47688)

**TEEN SCENE:**  
6 pm Ask The Doctor  
(A/Amber 50087)  
7 pm Ask The Doctor  
(A/Amber 50087)

**GO-CHICKS:**  
7 pm AUSA Gold "Private"  
(A/Amber 47688)  
8 pm Boardwalk Gold  
(A/Amber 47688)

**MUSIC PORTAL:**  
6 pm KOT: Castle Drop  
(A/Amber 15082)

**SINGLES COVE:**  
8 pm Xanthi RPG  
(A/Amber 18223)

**TRINIA HAVEN:**  
7 pm Black Dragon Inn  
(A/Amber 43132)  
8 pm Air Warriors Squad  
(A/Amber 71611)

**GO-CHICKS:**  
3 pm Armageddon Gold "Pvt"  
(A/Amber 83609)  
3 pm KOT: Castle Drop  
(A/Amber 15082)  
7 pm SAGA "Private"  
(A/Amber 33008)

**PILOTS LOUNGE:**  
4 pm Death Riders Squadron  
(A/Amber 55238)  
7 pm KOT: Castle Drop  
(A/Amber 15082)  
11 pm Boardwalk Gold  
(A/Amber 47688)

**SPAINS PLACE:**  
7 pm Star Wars RPG II  
(A/Amber 80429)  
8 pm X-Men and War  
(A/Amber 33148)

**SINGLES COVE:**  
6 pm INY/INX Info Conference  
(A/Amber 22691)  
8 pm Northern Strings  
(A/Amber 67092)

**RPG ZONE:**  
Open Red Dragon Inn  
6 pm Golden Shield  
(A/Amber 94362)  
7 pm Star Wars RPG II  
(A/Amber 80429)  
7 pm Warriors of Destiny Club  
(A/Amber 56751)

**BOARD ROOM:**  
4 pm Gear RPG "Private"  
(A/Amber 16277)  
7 pm Northern Strings  
(A/Amber 67092)  
7 pm YIP Trivia  
(A/Amber 15191)

**MUSIC PORTAL:**  
7 pm Cactus Air Force "Pvt"  
(A/Amber 73808)

**TRINIA HAVEN:**  
6 pm Star Wars RPG II  
(A/Amber 80429)  
7 pm Star Wars RPG II  
(A/Amber 80429)  
7 pm Star Wars RPG II  
(A/Amber 80429)

**INX UNIVERSITY:**  
7 pm Boardwalk Gold  
(A/Amber 47688)  
7 pm Boardwalk Gold  
(A/Amber 47688)

**TRINIA HAVEN:**  
5 pm Star Wars RPG II  
(A/Amber 80429)  
6 pm Star Wars RPG II  
(A/Amber 80429)  
6 pm Star Wars RPG II  
(A/Amber 80429)

**TRINIA HAVEN:**  
6 pm Star Wars RPG II  
(A/Amber 80429)  
6 pm Star Wars RPG II  
(A/Amber 80429)  
6 pm Star Wars RPG II  
(A/Amber 80429)

8 pm Lani Inn  
(A/Amber 74341)  
8 pm Lani Inn  
(A/Amber 74341)

**ECHEVERRI:**  
5 pm They Might Be Giants  
(A/Amber 12637)  
6 pm Pantomimes News of Peru  
(A/Amber 14111)  
7 pm Soap Talk  
(A/Amber 70691)

**SPAINS PLACE:**  
7 pm Black Dragon Inn  
(A/Amber 43132)  
8 pm Air Warriors Squad  
(A/Amber 71611)

**HELP ROOM:**  
6 pm KOT: Castle Drop  
(A/Amber 15082)  
7 pm Cactus Air Force "Pvt"  
(A/Amber 73808)  
7 pm Boardwalk Gold  
(A/Amber 47688)

**PILOTS LOUNGE:**  
6 pm Fantasy Dragons Squadron  
(A/Amber 70691)  
7 pm Lani Inn  
(A/Amber 74341)  
7 pm Lani Inn  
(A/Amber 74341)

**SINGLES COVE:**  
6 pm Shores of Ontario RPG  
(A/Amber 55994)  
7 pm The California "Private"  
(A/Amber 39148)  
7 pm Texas Zoo Camp  
(A/Amber 39192)

**TEEN SCENE:**  
7 pm Computer Class: Awareness  
(A/Amber 56821)

**RPG ZONE:**  
Open Red Dragon Inn  
6 pm Cactus Air Force "Pvt"  
(A/Amber 73808)  
7 pm Pimp Arm Squad  
(A/Amber 97407)

**BOARD ROOM:**  
6 pm Star Wars RPG II  
(A/Amber 80429)  
7 pm Star Wars RPG II  
(A/Amber 80429)  
7 pm Star Wars RPG II  
(A/Amber 80429)

**TECH TOWER:**  
8 pm COT: Castle Drop  
(A/Amber 15082)

**RPG ZONE:**  
Open Red Dragon Inn  
6 pm Cactus Air Force "Pvt"  
(A/Amber 73808)  
6 pm World of Two Moons  
(A/Amber 49408)

**PILOTS LOUNGE:**  
7 pm PS Training Wing "Private"  
(A/Amber 40204)  
7 pm PS Training Wing "Private"  
(A/Amber 40204)  
7 pm PS Training Wing "Private"  
(A/Amber 40204)

**MARSHED LIFE:**  
7 pm Star Wars RPG II  
(A/Amber 80429)  
7 pm Star Wars RPG II  
(A/Amber 80429)  
7 pm Star Wars RPG II  
(A/Amber 80429)

**CHICK CLUB:**  
6 pm Star Wars RPG II  
(A/Amber 80429)  
6 pm Star Wars RPG II  
(A/Amber 80429)  
6 pm Star Wars RPG II  
(A/Amber 80429)

7 pm Desert Storms Club "Pvt"  
(A/Amber 40191)  
7 pm Cactus Air Force  
(A/Amber 73808)

**INX UNIVERSITY:**  
7 pm Water Conservation Course  
(Pre-registration required)  
7 pm Quark BASIC Course  
(Pre-registration required)  
7 pm Mad Science Lesson

**BACCHANAL GO:**  
6 pm Cactus Air Force "Pvt"  
(A/Amber 73808)

**TRINIA HAVEN:**  
6 pm Home Levers  
(A/Amber 60949)  
6 pm Mad Science Lesson  
(A/Amber 39948)  
6 pm Mad Science Lesson  
(A/Amber 39948)  
6 pm Mad Science Lesson  
(A/Amber 39948)

**ECHEVERRI:**  
7 pm TSC Gold Masters "Pvt"  
(A/Amber 24513)

**TRINIA HAVEN:**  
6 pm TTC Trivia Madness  
6 pm TTC Trivia Madness  
6 pm TTC Trivia Madness  
6 pm TTC Trivia Madness

**TEEN SCENE:**  
7 pm Cactus Air Force "Pvt"  
(A/Amber 73808)

**HELP ROOM:**  
6 pm Star Wars RPG II  
(A/Amber 80429)  
7 pm Star Wars RPG II  
(A/Amber 80429)  
7 pm Star Wars RPG II  
(A/Amber 80429)

**SINGLES COVE:**  
7 pm US/2 Users Group  
(A/Amber 21163)

**TECH TOWER:**  
8 pm COT: Castle Drop  
(A/Amber 15082)

**RPG ZONE:**  
Open Red Dragon Inn  
6 pm Cactus Air Force "Pvt"  
(A/Amber 73808)  
6 pm World of Two Moons  
(A/Amber 49408)

**PILOTS LOUNGE:**  
7 pm PS Training Wing "Private"  
(A/Amber 40204)  
7 pm PS Training Wing "Private"  
(A/Amber 40204)  
7 pm PS Training Wing "Private"  
(A/Amber 40204)

**MARSHED LIFE:**  
7 pm Star Wars RPG II  
(A/Amber 80429)  
7 pm Star Wars RPG II  
(A/Amber 80429)  
7 pm Star Wars RPG II  
(A/Amber 80429)

**CHICK CLUB:**  
6 pm Star Wars RPG II  
(A/Amber 80429)  
6 pm Star Wars RPG II  
(A/Amber 80429)  
6 pm Star Wars RPG II  
(A/Amber 80429)

7pm Beginning DOS Course  
(Prerequisite required)

## FRIDAY

**TECH HOUSE:**  
4pm Wonders of the Brain RPG  
(Rosen 3338) \*Private\*  
5pm RRS Symp  
(Schafer 4722)  
5pm Dragon's Red Campaign  
(Kramer 6830)  
6pm WFC  
(Rogers 6452)

**BOARD ROOM:**  
7pm Rager's Guild  
(Lundquist 3789)  
7pm Fellowship of the Rymers  
(Lundquist 2294)  
7pm  
(Clem 4803)

**TECH SCENE:**  
7pm Planet Games Squadron  
(Rogers 3447)  
6pm Tech Talk  
(Schafer 4722)  
7pm Terra Nova Club  
(McKee 6838)  
7pm Mocha Mole  
(Lundquist 3789)

**SINGLES CLUB:**  
6pm Cupid's Ring  
(Rosen 3338)

**EUCHREVILLE:**  
6pm AG Meeting  
(Lundquist 3789)  
7pm Rager's of Frost RPG  
(Lundquist 2294)  
7pm Serpents & Scales  
(Rosen 3338)  
7pm Poetry Workshop  
(Lundquist 3789)

**TRIVIA HAVEN:**  
7pm TFC Trivia Madness  
(Rosen 3338)  
7pm Rite Trivia  
(Rosen 3338)

**GEEKS CLUB:**  
7pm Overlords Anonymous  
(Rosen 3338)  
8pm Red Dwarf  
(Rosen 3338)  
9pm Koser Patrol  
(Rosen 3338)

**SINGLES DATE:**  
7pm M&M's Guild  
(Rosen 3338)  
8pm AFA Guild  
(Rosen 3338)  
9pm Collectible Comic Books  
(Rosen 3338)

**PILOTS LOUNGE:**  
5pm Furry Tea \*Private\*  
(Schafer 4722)  
6pm U.F. Bowling Bros  
(Lundquist 3789)  
7pm Sky Pirates  
(Rosen 3338)  
7pm Flying Fortresses  
(Rosen 3338)

**TEEN BANGOUT:**  
8pm Soldiers of the Sky Squad  
(Rosen 3338)  
9pm Mocha Mole  
(Lundquist 3789)  
9pm Pan-Confession  
(Rosen 3338)

**RPG ZONE:**  
8pm Red Dragon Inn  
(Rosen 3338)  
9pm Cybermages RPG  
(Lundquist 3789)  
9pm Book of Trachonites  
(Rosen 3338)

**GO-CHICKENS:**  
7pm Star Wars RPG  
(Rosen 3338)

7pm Rock Opera  
(Rosen 3338)  
7pm Cyberpunk  
(Rosen 3338)  
8pm Ladies Night Out \*Private\*  
(Lundquist 3789)

**TECH TOWNS:**  
7pm RRS Staff and Info  
(Schafer 4722)  
8pm Visual Sensory Overload  
(Rosen 3338)

**SPORTS DEN:**  
6pm M&M's  
(Rosen 3338)  
7pm FPS Table Talk  
(Schafer 4722)  
8pm Nerd's Boys \*Private\*  
(Rosen 3338)

**MUSIC PORTAL:**  
6pm KOTG Guild \*Private\*  
(Schafer 4722)  
7pm Star Wars D&C  
(Lundquist 3789)  
10pm Wolf Gang  
(Rosen 3338)

**CARD YARD:**  
6pm Jedi Tower RPG  
(Rosen 3338)  
7pm Electronic Arts  
(Rosen 3338)  
7pm Jedi Tower RPG  
(Rosen 3338)

**BACKGAMMON DEN:**  
6pm Backgammon 1 RPG  
(Rosen 3338)  
8pm Star Trek RPG \*Private\*  
(Schafer 4722)  
8pm Rite Trivia  
(Rosen 3338)

**HERMIES CLUB:**  
7pm Mocha Mole  
(Lundquist 3789)

**MARRIED LIFE:**  
6pm TFC Divorces  
(Rosen 3338)  
7pm Student Awareness \*Private\*  
(Lundquist 3789)  
12pm M&M's Guild  
(Rosen 3338)

**SINGLES SPOT:**  
7pm Computer Games  
(Rosen 3338)

**INN UNIVERSITY:**  
7pm Poker Lessons  
(Rosen 3338)  
7pm Background Lessons  
(Rosen 3338)  
7pm C++ Programming Course  
(Prerequisite required)  
7pm Creative Writing Course  
(Prerequisite required)

## SATURDAY

**HELP ROOM:**  
\*On the hour 10 am to 5 pm\*  
\*New Member Orientation\*  
Noon D&C Guild \*Private\*  
(Rosen 3338)  
7pm Mocha Mole  
(Lundquist 3789)  
7pm D&C Guild \*Private\*  
(Rosen 3338)  
7pm Cybermages \*Private\*  
(Lundquist 3789)  
8pm Space Shuttle Guild  
(Rosen 3338)  
9pm Action Roleplay  
(Rosen 3338)

**SPADES PLACE:**  
5pm Fellowship of the Rymers  
(Lundquist 3789)  
7pm J&J  
(Rosen 3338)  
9pm WFC  
(Rosen 3338)

**HERMIES CLUB:**  
11 am Shadowmages RPG  
(Lundquist 3789)

11 am Flying Knives Squad  
(Rosen 3338)  
5pm Soaring Wings Guild \*Private\*  
(Rosen 3338)

**TEEN SCENE:**  
1pm Computer Games  
(Rosen 3338)  
1pm Droid Meeting  
(Rosen 3338)  
2pm John Jay  
(Rosen 3338)

**TECH HOUSE:**  
10 am Star Wars Campaign \*Private\*  
(Rosen 3338)  
Noon Bookworms Guild  
(Rosen 3338)  
4pm Mocha Mole \*Private\*  
(Lundquist 3789)

**BOARD ROOM:**  
6pm Shadowmages RPG  
(Lundquist 3789)  
8pm Dark Nation Guild  
(Rosen 3338)  
8pm Bookworms Guild  
(Rosen 3338)

**EUCHREVILLE:**  
6pm Ace of the Scales \*Private\*  
(Rosen 3338)  
7pm Chess Conference  
(Lundquist 3789)  
7pm Star Trek \*Private\*  
(Rosen 3338)

**TRIVIA HAVEN:**  
3pm Stern Game Trivia  
(Rosen 3338)  
3pm Mocha Mole Trivia  
(Rosen 3338)  
4pm TFC Trivia Madness  
(Rosen 3338)  
5pm TFC Trivia Madness  
(Rosen 3338)  
10pm TFC Trivia Madness  
(Rosen 3338)

**SINGLES SPOT:**  
9 am Lost Legends Guild \*Private\*  
(Rosen 3338)  
11 am Legends of the Light Guild  
(Rosen 3338)  
1pm Dragonquest  
(Rosen 3338)

**CHICKS CLUB:**  
8pm Rite Trivia  
(Rosen 3338)  
2pm Seventh Fleet RPG  
(Rosen 3338)  
4pm Mocha Mole \*Private\*  
(Lundquist 3789)

**PILOTS LOUNGE:**  
4pm Ten Forward RPG  
(Rosen 3338)  
5pm TA Squadron \*Private\*  
(Rosen 3338)  
5pm BS Squads  
(Rosen 3338)

**TEEN BANGOUT:**  
1pm Superheroes RPG \*Private\*  
(Rosen 3338)  
6pm Summer Fantasy  
(Rosen 3338)  
8pm Shadowmages  
(Rosen 3338)

**SINGLES DATE:**  
10 am Mocha Mole  
(Lundquist 3789)  
Noon Lightmages Morning \*Private\*  
(Rosen 3338)  
1pm Dark Guild  
(Rosen 3338)  
8pm Star Wars RPG \*Private\*  
(Rosen 3338)

**GO-CHICKENS:**  
11 am GI Joe  
(Rosen 3338)  
1pm Shadowmages RPG  
(Lundquist 3789)  
5pm Star Wars Games  
(Rosen 3338)

**SINGLES CLUB:**  
11 am Rite Squads \*Private\*  
(Rosen 3338)  
Noon Shadowmages  
(Lundquist 3789)

## 1994 FEBRUARY 1994

SUN	MON	TUES	WED	THUR	FRI	SAT
6	7	8	9	10	11	12
13	14	15	16	17	18	19
20	21	22	23	24	25	26
27	28	All times listed are Pacific Time.				

### RPG ZONE:

10pm Red Dragon Inn  
(Rosen 3338)  
10pm Bookworms Guild \*Private\*  
(Rosen 3338)  
1pm Guild of Secret Sires  
(Rosen 3338)  
5pm Shadowmages RPG  
(Lundquist 3789)

### BACKGAMMON DEN:

5pm Chess Conference  
(Lundquist 3789)  
6pm Backgammon 1 RPG  
(Rosen 3338)  
6pm Backgammon 2 RPG  
(Rosen 3338)

### SINGLES SPOT:

9 am Lost Legends Guild \*Private\*  
(Rosen 3338)  
11 am Legends of the Light Guild  
(Rosen 3338)  
1pm Dragonquest  
(Rosen 3338)

### CHICKS CLUB:

8pm Rite Trivia  
(Rosen 3338)  
2pm Seventh Fleet RPG  
(Rosen 3338)  
4pm Mocha Mole \*Private\*  
(Lundquist 3789)

### PILOTS LOUNGE:

4pm Ten Forward RPG  
(Rosen 3338)  
5pm TA Squadron \*Private\*  
(Rosen 3338)  
5pm BS Squads  
(Rosen 3338)

### TEEN BANGOUT:

1pm Superheroes RPG \*Private\*  
(Rosen 3338)  
6pm Summer Fantasy  
(Rosen 3338)  
8pm Shadowmages  
(Rosen 3338)

### SINGLES DATE:

10 am Mocha Mole  
(Lundquist 3789)  
Noon Lightmages Morning \*Private\*  
(Rosen 3338)  
1pm Dark Guild  
(Rosen 3338)  
8pm Star Wars RPG \*Private\*  
(Rosen 3338)

### GO-CHICKENS:

11 am GI Joe  
(Rosen 3338)  
1pm Shadowmages RPG  
(Lundquist 3789)  
5pm Star Wars Games  
(Rosen 3338)

### SINGLES CLUB:

11 am Rite Squads \*Private\*  
(Rosen 3338)  
Noon Shadowmages  
(Lundquist 3789)

### MARRIED LIFE:

11 am Mocha Mole  
(Lundquist 3789)  
4pm KOT Digger Alley \*Private\*  
(Rosen 3338)  
6pm Shadowmages RPG  
(Lundquist 3789)

### MUSIC PORTAL:

6pm KOTG Guild \*Private\*  
(Schafer 4722)  
7pm Star Wars D&C  
(Lundquist 3789)  
7pm D&C Guild \*Private\*  
(Rosen 3338)

### TECH TOWNS:

11 am Rite Squads \*Private\*  
(Rosen 3338)  
8pm F&D Guild \*Private\*  
(Rosen 3338)  
7pm Bookworms Guild  
(Rosen 3338)

### INN UNIVERSITY:

11 am Backgammon Lessons  
(Rosen 3338)  
1pm Shadowmages  
(Lundquist 3789)  
3pm Chess Lessons  
(Rosen 3338)  
4pm Chess Lessons  
(Rosen 3338)  
5pm Chess Lessons  
(Rosen 3338)  
5pm C++ Programming Course  
(Prerequisite required)

INN

## Greens Fees Too High?



Maybe you should look into getting a foursome together on The Imagination Network. INN's 3-D Golf is new with version 2.3. It's the most fun you can have without having to replace divots. You can sign-up for 2.3 in The INN Mall, or call 1-800-IMAGIN-1 for details.

## IMAGINATION!

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# BRIDGE NEWS



**Barbara Gorman**  
Intro, Games  
Feature  
Music  
Traveling  
Box 902  
Bridges, Welcome to the Club

The size of INN's bridge-playing membership puts it among the top 10 bridge clubs in North America. Our members run the gamut from beginners to World Champions. On any given evening, you will find members enjoying a casual rubber, side by side with well-known experts practicing for their next National Tournament.

Our dedicated staff of Bridge Sysops augment regular hosting duties with specialized functions. They add unique touches enhancing your enjoyment of the fastest-growing bridge club in the country.

INNtrey manages the beginning bridge lessons. These weekly classes vary in length from eight to 12 weeks. She also organizes junior games every other Tuesday evening in the Bridge Parlor specifically for beginning and intermediate players. During this time, she is available to give you tips on bidding and play.

INNJacki runs our special event games. Experts and amateurs pair up for the very popular Pro/Am games. These are generally held on alternate Tuesdays from the junior game. She is also the friendly toon in the Bridge Parlor for our Friday evening specials and works diligently through most holidays to give you special events and prizes. INNJacki will be starting a Bridge Ladder soon.



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INNtrey is our resident "expert." She oversees the Monday night Bridge Clinics. For beginning to advanced players, the Bridge Clinics cover various aspects of bridge bidding and play.

Her persuasive powers are almost as refined as her bridge play. This is evidenced by the preeminent cast of bridge

luminaries, authors and teachers she has obtained for our Great Events series of lectures with more eagerly anticipated guests lined up for future lectures (see related article).

I am INNBriget, the Bridge Club "fixturer" or "fixer." I run the multi-week tournaments. I write bulletin board posts, BridgeBytes (our Bridge Club newsletter) and do most of the "clerical" work for the club. Most importantly, I try to create a friendly environment for our members to play. I also act as a liaison with INN management, relaying your commentary and suggestions.

## The Great Events Lecture Series

### Only the Best for INN Bridge

We finished 1993 with two interesting and informative lectures by World Bridge Champion, teacher and author Mike Lawrence. The question and answer sessions were a preview of his book, *Takeout Doubles*, scheduled for publication in the spring of 1994. Mike is a prolific as well as famous author whose books *Play Swiss Teams With Mike Lawrence*, *Judgment at Bridge*, *Dynamic Defense* and *Topics on Bridge* are well-thumbed editions in many bridge libraries. In addition, he publishes *Mike's Newsletter* from 131 Alvarado Road, Berkeley, CA 94705.

We began 1994 with another series of two Great Event lectures. Larry Cohen,

So now you've met us and know a little about what we do. Say "hi" when you see us. If you want to chat, we are usually available for that too. On a more personal note, INNJacki and I are avid role-players. I'm a hockey fan. INNtrey loves classical music. INNtrey... well, we'll let you try to ferret out our outside interests if you desire.

INN



author of the best-selling bridge book of the decade, shared his expertise. Larry is the winner of many National Championships. His book, *To Bid or Not to Bid: The Law of Total Tricks*, has become a classic and is found on many of his peers' shelves. The book can be ordered from Larry at 181 Long Hill Rd., #16, Little Falls, NJ 07424.

Future Great Events will include many more of the great names in bridge. Watch for the announcements in either bridge room, on the Bridge Club Activities board, in the On-Line Times or in your newsletter from Box 89763.

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## Red Baron Tips *continued from page 1*

2) The best way to shoot down opponents is to get a few thousand feet above your opponent and dive toward them from behind. Avoid diving head on. Although you will usually force your opponent to stall, if they don't stall, they can do as much damage as you can do to your opponent. For head-to-head games, it is generally best to try to gain altitude.

If you have a powerful plane that turns well, you can make a shallow dive. When the safety is off, pull up and you can often hit the fuel tank (which is just behind the engine and below the pilot) and make them start smoking quickly.

Never go for the opponent's balloons until they are shot down and forced to take off. To avoid being an easy target while shooting down balloons, cut your throttle to between three and six (depending on the type of airplane and if you are climbing or diving) and try to get the balloons in a single pass.

3) Use the best climb speed to gain altitude. This allows a plane to gain the most altitude in the least amount of time. The best climb speed depends on the power of the airplane and other factors. For Red Baron planes, the best rate of climb is between 60 and 80 mph.

If you have a plane with a lot of power (for example, Fokker D. VII, Fokker D. VIII, S.E. 5, Spad, Sopwith Snipe, Siemens Schuckert or Albatros D. III) and you start at the aerodromes, you can turn in the opposite direction from your opponent and climb to about 3,000 to 5,000, then turn back toward your opponent. You can often use this tactic to fly above your opponent. Turn and dive on his tail to get a relatively easy kill. If they end up at a similar altitude, shoot them while they are distracted shooting your balloons. Caution, always watch your opponent so you are not facing away while your opponent is shooting at you.

4) Avoid getting into situations where you and your opponent are making level circles. When you do that, you end up near the stall speed and your chances of stalling or spinning increase. You also end up having less momentum to go into other maneuvers.

5) Rotary-engine planes from World War I have a tendency to turn more sharply to the right than the left. Right-turning tendencies are most pronounced in a light plane with lots of power moving at a low speed. Pulling back (climbing)



causes the plane to turn slightly to the right. This is most noticeable in the Sopwith Camel, but applies to others (Fokker D. I or Snipe).

6) Surprise your opponent without a dogfight. It's quicker and your opponent has less opportunity to damage you. If you can't surprise them, the most important tactic is to get close behind your opponent.

When not in close dogfights, turn toward your opponent. This makes it easier for you to get behind them and harder for them to get behind you. This includes climbing toward someone diving at you.

A common mistake is to dive away from their opponent in a straight line. This makes the diving plane an easy target. Diving should be used only briefly to go into another maneuver or for attacks.

7) An important factor to remember on INN is the momentary network delay in receiving position updates from your opponent's plane. If you hit someone, it will be a couple of seconds before they realize they have been hit and start maneuvering. Add a couple seconds more before you see their reactions.

Thus, avoid flying in straight lines for long periods. It is generally better to turn away and try for deflection shots.

8) Rolling or breaking turns, split-s or half-loops, scissors and yo-yo maneuvers are useful in dogfights. If you need speed for maneuvers, sacrifice some altitude, increase your throttle, or both. Setting your throttle lower means you can turn sharper, but you sacrifice available speed.

9) A breaking turn is going into a steep turn away from an opponent. It involves going into a steep bank to make the turn sharper. By doing this you tend to lose speed. A rolling turn is similar to a breaking turn. You lose altitude as you roll the plane over so you are

partially upside down as you turn. Use it in dogfights to pick up speed at the loss of altitude. Rolling turns work well for planes that have a good rate of roll (for example, Fokker Dr. I, Fokker D. VII, Fokker D. VIII, Sopwith, Nieuport, Spad 13, Albatros D.V.).

10) A split-s maneuver involves starting at a high altitude, rolling to an inverted position, then pulling the stick back to make a half loop. If you go faster by using a higher throttle, you will lose less altitude. This maneuver is useful when your plane is several hundred feet above your opponent and you are flying in the opposite direction. You can use this maneuver to surprise them, ending up on their tail. The half-loop (also known as the Immelmann maneuver) is basically the reverse of the split-s. If you are diving on someone and going fast enough (usually above 120 mph), keep shooting at them until you go past them. Pull up until you reach the top of the loop. Then roll back over to a normal position and attack your opponent again.

11) A basic (or flat) scissors involves two opposing planes at about the same speed and altitude. Both planes turn toward each other. Then plane A out turns plane B and starts to get behind plane B as plane B makes a rolling turn. This causes plane A to overshoot and allows plane B to get behind plane A. The important part of this maneuver is to slow your speed without stalling. A rolling scissors starts as plane A dives at an angle on plane B. Plane B pulls up, slows down and turns toward plane A, causing plane A to overshoot. This puts plane B in a position to start the maneuver over again.

12) The yo-yo maneuvers are named after the Chinese pilot who invented them. A high yo-yo can be used to prevent overshoots and involves pulling up, making a rolling turn to get behind your opponent. A low yo-yo can be used to trim a side of the circle when two planes are circling so you end up behind your opponent instead of on the opposite side. To make a low yo-yo, make a small dive as you turn which will cause you to speed up, then pull up to get behind your opponent. It's best to make a few small low yo-yos rather than one large yo-yo.



### NTN Trivia: Join the Fun! continued from page 1

composite score is ranked nationally against other trivia players in more than



18000 venues. I can't help but feel a sense of pride every time I see the ImagiNation team ranked higher than the on-line competition.

Yes! I moved into sixth place! The third, fourth and fifth ranked players are not far ahead. It all depends on the next three questions...

This scene is played out every fifteen minutes, every evening in SierraLand. Dozens of people gather to test their knowledge (or luck) guessing right answers from five choices.

Since the system keeps track of my

high game and average score, I compete against myself as well as others. The system also keeps track of totals toward monthly prizes for the best scores!

Here's how it works. First you see the question. After a few moments, five possible answers are provided. The maximum number of points for any question is 1000. The faster you answer, the more points you get! Then, one by one, hints are revealed. These hints usually help eliminate wrong answers and you can change your answer at

The screenshot shows a trivia question: "SILVER STARING FROM THE SKY TO THE GROUND". Below it are five multiple-choice options: 1. A BIRD, 2. A CLOUD, 3. A TREE, 4. A FISH, 5. A ROCK. A timer indicates "30 SECS". At the bottom, a list of players is visible, including "LORD OF THE RINGS" and "THE LORD OF THE RINGS".

announcing elaborate plans and demonstrating high-tech prototypes for interactive networks of the future, INN and NTN

## INN and NTN have joined forces to provide hours of original interactive trivia programming.

any time! There are 15 questions per game.

While a number of companies are

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already have joined forces to provide hours of original interactive trivia programming every day. This, on top of INN's other fantastic features, truly makes it the premier on-line entertainment network.

If you haven't experienced NTN Trivia, I wholeheartedly recommend giving it a try. All it requires is INN v2.3 (which you should have anyway), access to SierraLand and a desire to meet people and have fun. I'll see you there!



**CHOOSE THE WORD THAT IS MOST NEARLY SIMILAR TO 'PREROGATIVE':** 1000

**1 OF 15**

- 1 INQUIRY
- 2 CAUTION
- 3 STIPULATION
- 4 CHOICE
- 5 PRIVILEGE

**HINTS**

**BAD CHOICE** 1000

**SPILL THIS INQ**

**ON THE LEGE**

Federal: out of 42: that's pretty go  
Carrie: I usually do a lot better  
Fedora: Well, we shall see next game  
Are you having fun though  
MicoFT: hello everyone  
Carrie: yes - I'm having fun!!

## Can You Believe It!

There are actually people out there who think they're smarter than you. It's true! Well now you can show off nationally with INN's version 2.3 NTN Trivia and prove who is who once and for all. Order version 2.3 in The INN Mall, or call 1-800-IMAGIN-1 for details.

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